Amendments to the Specification

Please replace paragraph starting on page 5, line 9 with the following amended paragraph:

In fig. 2 there is shown a packet according to the prior art. The packet includes a source-coded field 42, to which a trigger Trg 38 and SSI 40 have been added in the NTL layer of fig. 1. The source-coded field is in itself a high-level data packet, for instance an MPEG-4 video packet. The Layer L has added a header HdL 36 to the packet. Headers from intermediate layers are indicated by a box containing dots. The physical layer 18 has added a header Hd1 and a CRC filed field 44. As is clear from the figure, the different layers add information to the source data packets. Here in the form of headers. Packets having headers and CRC (Code Redundancy Check) fields are generated only starting from the layer L and lower layers down to layer 1. The data is also coded at different code rates, where the SSI headers indicate which data is to be channel coded at a particular rate and how long each of these fields is. The problem that can arise out of this structure will be better described in relation to fig. 3.

Please replace paragraph starting on page 7, line 5 with the following amended paragraph:

The upper part of fig. 5 shows a data packet in a lower layer just before fragmentation and the lower part of fig. 5 shows the information in that packet at a further lower layer after fragmentation. In the upper part of fig. [[1]] 5 is shown a data packet having a header 72 Hdi associated with one of the layers I in the layer structure followed by at least one other field associated with intermediate layers. Thereafter follows a header field 36 HdL associated with a layer L just below the NTL layer in the structure of fig. 1. After this header follows the data

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fields described in fig. 4 and ended by a CRC field 44 associated with one of the headers in the beginning. Packet fragmentation does then take place at layer i, where a header 72 is added. The packet from the upper part of fig. 4 is split in the middle of the motion vectors 62, such that a first packet is formed including all the fields described above up to the motion vectors 74 and a CRC field 44 is added. A second packet is then formed with header Hdi, 72 and a second part of the motion vectors 76, the third CRF field 66, the textures field 68 and a CRC field 44. The packet in the lower part of fig. 5 is actually not the packet formed at layer i, where fragmentation took place, but rather a lower layer and in this case the physical layer. Therefore both packets are added with the headers of lower layers (indicated by box with dots), till the physical layer, which is indicated by 32. At the physical layer, channel coding of the different fields is applied. This is indicated by the black arrows under the packets, so that a first arrow R3 indicates that the headers of the first packet has been coded with the code rate R3, header 56 with code rate R1 and motion vectors 74 together with CRC field 44 with code rate R2. In the second packet headers 32 – 72 and the rest of the motion vectors 76 are coded with code rate R2, while the textures and CRC field 44 are coded with code rate R3. In fig. 5 there is thus shown a signal according to the invention. As can be seen from the figure, protocol headers are protected with the same code rate as the adjacent partition of the coded stream. Furthermore, additional coding may be performed at the physical layer in order to guarantee a minimal level of protection for all the protocol headers.

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